

NOVEMBER/DECEMBER 2025

**23UECA42B — MULTIMEDIA SYSTEMS**

Time : Three hours

Maximum : 75 marks

**SECTION A — (10 × 2 = 20 marks)**

Answer ALL questions.

1. What is meant by Anti-aliasing?
2. Name some Design Tools and their uses.
3. Define the term Acoustics.
4. Give some examples of Clipping.
5. Define Animation.
6. Differentiate between Cel Animation and Computer Animation.
7. What is Multimedia?
8. Mention the features of Blu-ray Discs.
9. State the use of Navigation Map.
10. Distinguish between Hotspot and Hyperlink.





SECTION B — (5 × 5 = 25 marks)

Answer ALL questions.

11. (a) Write short notes on "Fonts and Faces".

Or

- (b) How to use Hypertext in Multimedia? Explain the methods used to search Word in Hypermedia System.

12. (a) Differentiate between the Bitmap image and Vector image.

Or

- (b) Summarize on the basic Sound Editing Operations.

13. (a) Briefly describe the Principles of Animation.

Or

- (b) Explain the Broadcast Video Standards and their significances.

14. (a) Discuss the intangible elements needed to make good Multimedia.

Or

- (b) Write short notes on the "Authoring System".

15. (a) How to estimate the Cost, Timeline, and Tasks required to complete a Project? Explain.

Or

- (b) Explain on RFPs and Bid proposal.

SECTION C — (3 × 10 = 30 marks)

Answer any THREE questions.

16. Explain the following:

- (a) Computers and Text

- (b) Hypermedia Structures.

17. Discuss about MIDI versus Digital Audio in detail.

18. Examine the various Animation Techniques and File Formats of Animation.

19. Illustrate the Stages of Multimedia Project.

20. Explain in detail on acquiring content, talent and ownership of content created for project.

